

Special Delivery
A REMINGTON CONNELL PREDATORCAT MUSE

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A black and white illustration of a stylized, bubbly font spelling 'LOVE'. The letters are thick and rounded, with a wavy, cloud-like texture. The 'L' is on the left, 'O' is in the center, 'V' is to the right of 'O', and 'E' is to the right of 'V'. The entire word is enclosed within a decorative, scalloped border. In the top right corner of the border, there is a small circular logo containing the letters 'TM'.

114

A black and white illustration depicting a chaotic and surreal scene. In the foreground, a figure with a large, bulbous nose and a wide, toothy grin is looking upwards. This figure has a small, round head with large, dark, almond-shaped eyes. Behind this figure, another character with a large, bulbous nose and a wide, toothy grin is looking down. This second figure has a small, round head with large, dark, almond-shaped eyes. In the background, there are several other figures, some with large noses and wide grins, and some with more normal features. There are also several floating, eye-like shapes with thick, dark outlines and large pupils. The overall style is whimsical and dreamlike, with a focus on facial expressions and body language.

WPX

THIS WAY UP▲

ONMI-US893

MAC

THE MANUAL

Oh No! More Lemmings

THE MACINTOSH MANUAL

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Introduction:

Oh No! More Lemmings is an intriguing game in which you help hordes of mindless but delightful creatures, known as Lemmings, to escape hostile environments in 100 unique adventures.

Lemmings appear on each level, after being dropped through a trapdoor. As they are creatures of very little brain, they need all the help they can get to survive the dangers that lie ahead.



Lemmings are very cute but not very bright. They will mindlessly walk off of cliffs, into water, hazards and traps or they will mill around, bumping into walls and whatever obstacles they run across. Your job is to assist them by assigning skills and powers that will help them survive each level of the game. As you progress through the levels, the environments that the Lemmings must navigate become increasingly difficult. The number of skills, the amount of time, and the number of Lemmings which you have can vary from level to level. Your goal is always to save as many Lemmings as possible, hopefully enough to advance to the next level!

A quick mind, the ability to think ahead, and dedication to the **Save the Lemmings** Campaign are required to get the right Lemming to perform the right action at the right time. A forgotten blocker, a rogue miner, or a misplaced bridge could spell disaster for every Lemming.



Overview:

We recommend that you take at least a brief look at the manual before you begin. If you're in a hurry, take a look at the Quick Start section to jump right in. Otherwise, please take a look at the Installation instructions for your computer.

The Lemmings Saga:

Lemmings:

The original *Lemmings* game consists of 120 levels arranged in four categories of 30 levels each. Arranged from easiest to most challenging, these categories are called **Fun**, **Tricky**, **Taxing** and **Mayhem**.

Oh No! More Lemmings:

Oh No! More Lemmings again features our little green-haired friends in 100 all-new adventures and scenarios. These levels are arranged in five categories of 20 levels each, titled **Tame**, **Crazy**, **Wild**, **Wicked**, and **Havoc**, again in ascending order of difficulty. You are now the proud owner of this game package.

If you've never played *Lemmings* or *Oh No! More Lemmings* we recommend that you start with the Tame level, and work your way up from there. Of course, if you're feeling adventurous, there's nothing to prevent you from jumping in with both feet and trying one of the more difficult categories...but don't blame us if Lemmings start splatting all over the place!

1	10199
2	13662
3	17125
4	20588
5	24051
6	27514
7	30977
8	2440
9	5903
10	9366
11	12829
12	16292
13	19755
14	23218
15	26681
16	30141
17	1607
18	5070
19	8533
20	11996
21	15459
22	18922
23	22385
24	25848
25	29311
26	774
27	4237
28	7700
29	11163



Before you Begin:

Make sure you have the correct version of *Oh No! More Lemmings* for your computer.

The game package contains the following:

This Manual
Product Registration Card
(2) Low-Density 3.5" Disks

There are two ways you can use this manual (not counting using it as kindling or as note paper). You can jump right into the game, and refer to the manual only when necessary, or you can read the manual over carefully, and only approach the game after you know everything there is to know about Lemmings. Either way is fine, but we recommend that you read at least the Installation instructions and description of the Lemmings Icons before beginning.

Should you have
any problems, turn
to page 32 for
further details.

Quick Start Procedure:

For everyone who wants to get right into the game, we have included a Quick Start procedure. This will get you into the game, and start your new friends roaming around your computer screen...but you'll probably need to take a look at the "Lemmings Icons" section before really starting to enjoy the game.

If you run into problems with the Quick Start procedures, you may have an unusual configuration warranting special instructions. Please refer to the complete installation and loading instructions for details.

To install *Oh No! More Lemmings* onto your hard disk:

1. Boot your computer as usual.
2. Make a new folder, and call it "Oh No! More Lemmings"
3. Drag the *Oh No! More Lemmings* application from your original Program disk into the folder you just created.
4. Drag the Lemmings music and level data files into the folder you created.
5. Drag the appropriate graphics data file (either Color, or monochrome) from the second disk into the folder you just created.
6. Double-click on the *Oh No! More Lemmings* application icon to get started.



1	25848
2	29311
3	774
4	4237
5	7700
6	11163
7	14626
8	18089
9	21552
10	25015
11	28478
12	31941
13	3404
14	6867
15	10330
16	13793
17	17256
18	20719
19	24182
20	27645
21	31108
22	2571
23	6034
24	9497
25	12960
26	16423
27	19886
28	23349
29	26812



Macintosh Installation and Loading Instructions:

The first thing you should do when you remove your *Oh No! More Lemmings* diskettes from the game package is write-protect your disks. This is done by sliding the small plastic window in the upper-right-hand corner of the disks so that you can see through the small hole. Consult your user's manual if you need further information. This will help prevent accidental damage to your diskette.

System Requirements:

To play *Oh No! More Lemmings* in black and white, you will need an Apple Macintosh Plus, Powerbook, SE, Classic, SE/30, or Classic II with at least 1 megabyte of memory (System 7 will require an additional megabyte of memory). For colorful Lemmings, you will need a Macintosh LC, LC II or Macintosh II series computer with at least 2 megabytes of memory (System 7 will require an additional 2 megabytes of memory).

You must be running at least System 4.1 for black and white graphics, and System 6.0.5 with 32-bit QuickDraw for color graphics. *Oh No! More Lemmings* only supports monochrome and 256-color mode. You should not run your Macintosh in either the "Thousands" or "Millions" of colors graphics modes while playing *Oh No! More Lemmings*. *Oh No! More Lemmings* requires a hard drive.

Copy Protection:

We recommend that you make a backup copy for your personal use only, and store the original diskettes in a safe place.

We regret that market pressures have forced us to copy protect *Oh No! More Lemmings*. We have endeavored to create a copy protection which is as inobtrusive as possible.

Upon running *Oh No! More Lemmings*, the program will prompt you for a number on a page featuring a certain Lemming. Throughout this manual, there are lemmings hiding on various pages. Your mission is to locate this lemming, and enter the specified green number in the green box on this page. For instance, if the program asks for the 15th number on the page featuring the lemming playing the guitar, the proper response would be 8926.

Once you enter this number once, the program will never again bother you for copy protection, unless the program is moved to another folder, or to a different hard drive.

1	9497
2	12960
3	16423
4	19886
5	23349
6	26812
7	30275
8	1738
9	5201
10	8664
11	12127
12	15590
13	19053
14	22516
15	25979
16	29442
17	905
18	4368
19	7831
20	11294
21	14757
22	18220
23	21683
24	25146
25	28609
26	72
27	3535
28	6998
29	10461

Protection codes
are located
alongside these
right-hand margins
throughout.



Hard Drive Installation:

To install *Oh No! More Lemmings* on your hard drive, select the New Folder command from the file menu on the Macintosh desktop, and name the folder **Oh No! More Lemmings**. Then, put the *Oh No! More Lemmings* program disk into a floppy drive, and drag the *Oh No! More Lemmings* application into the folder which you just created. Then, copy the Music, and Level files into the new Lemmings folder. Finally, drag the appropriate graphics file into the new folder, either the file called "Graphics" (for color) or "BW Graphics," (for black and white) from Disk 2. Both files may be present, however, you may want to copy only one or the other, to conserve disk space.

Important Note: When properly installed, there should be either 4 or 5 icons in the *Oh No! More Lemmings* folder, and no sub-folders.

To start *Oh No! More Lemmings*, simply open the *Oh No! More Lemmings* folder, and then double-click on the *Oh No! More Lemmings* application.

Please Note: Color users may have to change the Preferred memory size to 2000 K for *Oh No! More Lemmings* to work properly. This is done through Finder. Simply click on the Lemmings application, and then select the Get Info command from the file menu on the Macintosh desktop. Then, select the Preferred memory size, and change it to 2000K. Close the Get Info window, and double-click on the *Oh No! More Lemmings* application to begin saving lemmings!

A Guided Tour:

Start the game as recommended in the installation and loading instructions. From the Main Menu, click on **Let's Go!** Here comes the first level...it looks tiny! Are your glasses on backwards? No, this is just the Objective screen. This is where you are given a brief overview of what you and your Lemmings will be facing on this level. From the screen, you can see that this is Level 1 of the Tame category, called "Down and Out Lemmings" (each level has a name, which sometimes contains a subtle hint.) This level has fifty lemmings, but you only need to save 50% (twenty-five Lemmings!). Of course, it's better to save more than the minimum, but as long as you get 25 Lemmings to the exit of this level, you will win your admission to the next level. So, after careful perusal of this incredibly informative screen, press the left mouse button to continue. After a brief pause, you will see the actual game screen.

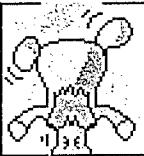
The trapdoor will open up, and Lemmings will begin dropping out on the screen. Whilst the Lemmings are walking around, let's take this opportunity to explore your interface into the Lemmings world.

Your control device (preferably, your mouse) moves the crosshairs. You'll notice that the crosshairs move as you move your mouse.

The top three-quarters of your screen shows the Lemmings world. Many levels are larger than the width of your screen, so you can scroll the screen by pressing the crosshairs against the left and right edges of the screen. The first screen is actually quite narrow, so scrolling the screen to either side shows just blank space.

By this time, a few lemmings should be out on the

1	25146
2	28609
3	72
4	3535
5	6998
6	10461
7	13924
8	17387
9	20850
10	24313
11	27776
12	31239
13	2702
14	6165
15	9628
16	13091
17	16554
18	20017
19	23480
20	26943
21	30406
22	1869
23	5332
24	8795
25	12258
26	15721
27	19184
28	22647
29	26110



screen already, happily walking back and forth, and bumping into the walls at either end of their little world. You've already been introduced to the release hatch, the trapdoor through which the Lemmings enter the play screen. Now, look in the lower right-hand-corner of the level, where you'll see an archway with stairs underneath, pillars to either side, and blue skies beyond; this is the exit. The object is to get the lemmings from the trap door to the exit. Sounds simple, right? Not!

Take a look at the bottom quarter of the screen. First, you'll see a row of text. The first section (on the left hand side) is blank, but during play, you will notice different things appearing here, such as "Walker 2". If you move the crosshairs over a lemming, you will notice two things: the pointer turns into a box, and "Walker 1" appears in this text region. This tells you that there is one lemming under the pointer, and that he is currently just walking.

Note: This section of the status bar does not appear when the **FASTER** option is enabled.

The center part of this text section tells you how many lemmings are currently roaming around on this level, and what percentage have already made it into the exit. The last bit of text tells you how much time remains, in units of minutes and seconds. (Please note: on slower machines, the 'seconds' recorded by this clock may not be exactly accurate to real time.)

Along the bottom of the screen, you'll see a row of little pictures of Lemmings engaged in various activities. These represent the Lemmings skills you have available to you. (Please see the section titled "The Lemmings Icons" for a more complete description of the icons and what they do.) Now, click on the icon with a digging Lemming on it (It's the one immediately to the left of the 'PAWS' icon.).

You should see a highlighted box appear around that icon. Then, move your crosshairs up to the main Lemmings screen, and select a Lemming out of the crowd to become your industrious Digger Lemming (i.e. wait until there's a Lemming under the pointer, and then click your mouse button).

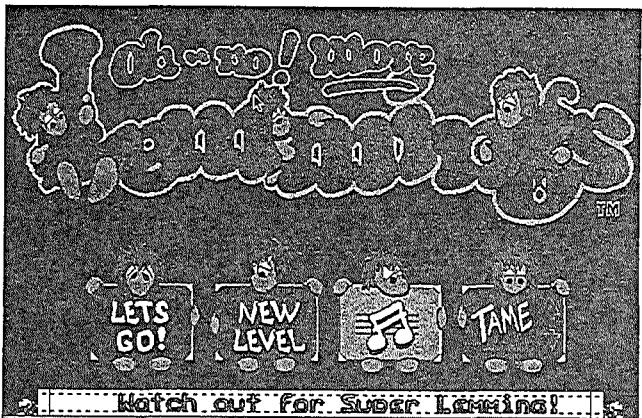
You will now see a Lemming flinging dirt upwards with his tiny little paws, and you will watch him progress gradually downwards until eventually, he breaks through the bottom. At this point, the other Lemmings will fall through the hole he has created, and begin walking around on the second level. Again, choose a Lemming who is on the lower platform to dig through the floor on which he is walking around on. If all goes well, the Lemmings should start to head out through the exit. If you get the Lemmings trapped on the left side of the block on the bottom level, you may need to make one into a Basher. This is done by clicking on the Basher icon (the fifth one over from the right side), and click on a Lemming just before he runs into the block, and turns around.

Congratulations! You have now solved your first *Oh No! More Lemmings* level! Enjoy the view as the Lemmings hop into the exit. You have embarked on the journey to become a Lemmings Master.

1	8795
2	12258
3	15721
4	19184
5	22647
6	26110
7	29573
8	1036
9	4499
10	7962
11	11425
12	14888
13	18351
14	21814
15	25277
16	28740
17	203
18	3666
19	7129
20	10592
21	14055
22	17518
23	20981
24	24444
25	27907
26	31370
27	2833
28	6296
29	9759



The Main Menu:



Oh No! More Lemmings Main Menu

This is the screen from which all games originate. Be sure to watch the Lemmings for a while, and to read the scroll across the bottom when you have a few spare moments!

Macintosh Main Menu:

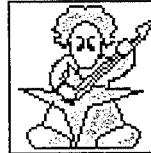
There are four icons available for your use on this menu. Move the mouse pointer with your mouse to make your selection.

Let's Go!: Starts the game. **Note:** This may also be accomplished by using the Start Game option under the File menu in the Menu Bar, or the keyboard equivalent, Command-L.

New Level: Select this button to enter an access password which will permit you to resume from the last level you completed. **Note:** This may also be accomplished by using the New Level... option under the File menu in the Menu Bar, or the keyboard equivalent, Command-N.

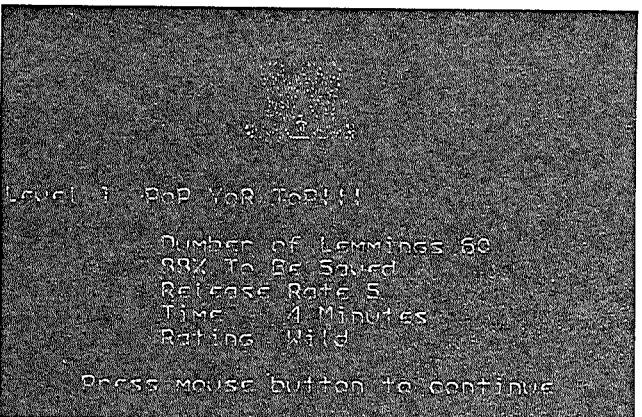
Musical Notes: This button controls what you hear while the game is playing. It will change from a set of musical notes, to a symbol that says FX to signify sound effects, to an icon that says QUIET as you click on this button. The musical notes symbol signifies that you will hear music and sound effects during the game. The FX symbol means that you will hear improved sound effects, but no music during gameplay. The QUIET icon means that the game will play silently. **Note:** This option may also be changed by using the Sound and Music options under Options on the Menu Bar.

Category Indicator: This button shows the category of levels which you are currently in. Click on the up and down arrows to change the category of levels you will be playing.



1	24444
2	27907
3	31370
4	2833
5	6296
6	9759
7	13222
8	16685
9	20148
10	23611
11	27074
12	30537
13	2000
14	5463
15	8926
16	12389
17	15852
18	19315
19	22778
20	26241
21	29704
22	1167
23	4630
24	8093
25	11556
26	15019
27	18482
28	21945
29	25408

The Objective Screen:



Macintosh Objective Screen

This screen describes what you and your Lemmings will be facing on the upcoming level. You will see this page every time you and your little friends embark on a new adventure.

Mini-Map: This is basically a miniaturized version of the level, so you can get an idea of what you will be facing.

Level Number: Where this level ranks in the category.

Level Title: Just the name of the level. Read carefully, though, because sometimes there's a hint hidden in the name!

No. of Lemmings: No. of Lemmings that will come tumbling out of the hatch for you to save.

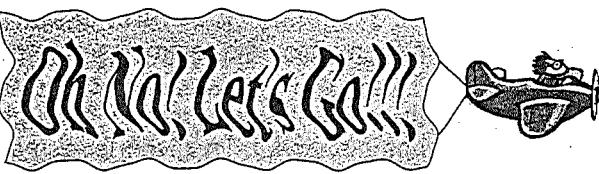
Number to be Saved: The number of lemmings that must make it (alive!) to the exit for you to win admission to the next, more challenging adventure! Please note: This number is expressed as a percentage of the total number of lemmings available.

Release Rate: The rate at which the lemmings will come tumbling out of the hatch. A release rate of 1 will have them coming out at the leisurely rate of one every few seconds, while a release rate of 99 ensures a veritable flood of lemmings pouring out of the hatch!

Time: How much time you've got available to complete the level.

Rating: The category the level is in.

1	8093
2	11556
3	15019
4	18482
5	21945
6	25408
7	28871
8	334
9	3797
10	7260
11	10723
12	14186
13	17649
14	21112
15	24575
16	28038
17	31501
18	2964
19	6427
20	9890
21	13353
22	16816
23	20279
24	23742
25	27205
26	30668
27	2131
28	5594
29	9057

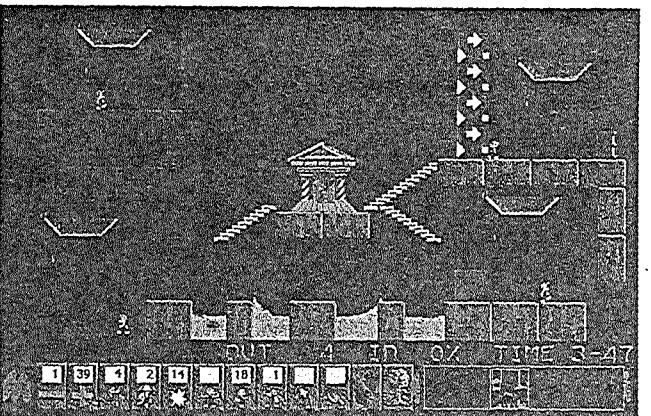


At this point, there's nothing to do but click your mouse and continue!





The Lemmings Game Screen:



Oh No! More Lemmings Game Screen

The Viewscreen:

This part of the screen allows you to view the level, where all of the actual game play takes place. In this part of the screen you will see an entrance, an exit, and several solid objects. The entrances are wooden trapdoors from which the lemmings emerge onto the level. The exits come in a few different designs, but each resembles an archway through which the lemmings disappear. A given level may have multiple entrances and exits.

In between these two the lemmings can pass (or be stopped by) a number of different objects. Most of these objects are just ground in its various forms (dirt, rock, brick, pastel tile), but others have special properties. Ground with arrows pointing in one direction can only be dug through (bashing or mining) in that direction. Most steel cannot be dug through at all. In addition, some levels have traps

which the lemmings must bypass.

Each level is more than one computer screen wide. It is necessary to scroll in both directions to see the entire level. To do this, simply push your mouse against the right or left edge of the viewscreen. To scroll more quickly, hold down the Option key as you push against the edge.

The Status Line:

This line, between the level and the icons, gives you information about the current status of your game. On the far left is a word and a number. The number tells you how many lemming(s) are under your pointer; and the word tells you what the lemming(s) are doing. For instance, there are 6 Lemmings in one spot, and one is digging, you will see "Digger 6", even though only one lemming is currently digging. This section will appear only when your pointer covers at least one lemming. This part is only applicable if the FASTER menu option is disabled.

Towards the center of the status line you can see "Out" and a number, and then "In" and a number with a "%" after it. These numbers tell you how many lemmings are currently on the level, and what percentage of lemmings has already passed through the exit. Every lemming who enters the level increases the "Out" category by one; every lemming who falls off the screen, explodes, etc. decreases the "Out" category by one. Every lemming who passes through the exit decreases the "Out" category by one and increases the "In" category based on how many lemmings originally started this level (e.g., if the level had 20 lemmings initially, then each lemming who passed through the exit would increase the "Out" category by 5%).

1	23742
2	27205
3	30668
4	2131
5	5594
6	9057
7	12520
8	15983
9	19446
10	22909
11	26372
12	29835
13	1298
14	4761
15	8224
16	11687
17	15150
18	18613
19	22076
20	25539
21	29002
22	465
23	3928
24	7391
25	10854
26	14317
27	17780
28	21243
29	24706

The word "Time" and a number appear at the far right of the status line. This number, which counts downwards, tells you how much time you have left to finish the level. When time runs out, the level is evaluated on the percentage of lemmings saved—this means you can run out of time, but still finish the level!

Special note to monochrome users: The function of this status bar and the Micro-map are condensed into a small window to the immediate right of the icons, because of screen limitations. You may cycle through the various parts of the status line by pressing the space bar.

The Icons:

A series of icons along the bottom of the screen. See "Icon Panel" section for a description of their functions.

The Micro-map:

In the lower right-hand corner is a miniaturized map of the entire level, in green. Lemmings currently on the level show up as yellow dots. In addition, a large light-colored box marks the portion displayed on the viewscreen. Clicking on the mini-map centers the viewscreen on the region clicked, making it possible to jump from one side of the level to the other without scrolling across the portions in between.

Special note to monochrome users: The function of this status bar and the Micro-map are condensed into a small window to the immediate right of the icons, because of screen limitations. You may cycle through the various parts of the status line by pressing the space bar.

Lemmings Icons:



Icon Panel (bottom of Game Screen)

In Oh No! More Lemmings, you have no immediate control over the actions of our little green-haired friends. The only thing you can do is promote some of them to the upper echelons of Lemmingdom by giving them various skills and abilities to help themselves (and their friends) make it safely to the exit. These varying abilities are assigned by selecting icons on the gameplay screen, and assigning them to the Lemming of your choice. The Icon Panel is your control panel for the game, and your interface into the universe of the Lemmings. The contents of the panel are described below.

(Note: Insert pictures of icons before each section below)

Decrease flow of Lemmings onto the level - This will slow the rate at which the Lemmings come out of the Lemming hatch. Changes will be reflected in the number above the "Increase Icon." Note: You cannot slow the Lemming flow down past the original rate (shown by the number at the top of this icon.)

Increase flow of Lemmings onto the level - This will cause the Lemmings to come out of the Lemming hatch at an increased rate.

Climber - Climbs walls. This causes a Lemming to break out his super-sticky shoes and gloves so he can scale vertical surfaces. Note: A climber will



1	7391
2	10854
3	14317
4	17780
5	21243
6	24706
7	28169
8	31632
9	3095
10	6558
11	10021
12	13484
13	16947
14	20410
15	23873
16	27336
17	30799
18	2262
19	5725
20	9138
21	12651
22	16184
23	19577
24	23040
25	26503
26	29966
27	1429
28	4892
29	8355



always be a climber until the end of the level. (His super-sticky shoes and gloves get stuck to his little paws).

Floater - A brolly (umbrella) ensures a Lemming's safe descent from any height. A Lemming who has been given one of these will employ it at every opportunity, whether or not it's really necessary. Note: Once given a brolly, the Lemming will have one until the end of the level.

Bomber - Activate the chosen lemming's self-destruct mechanism. A five second countdown timer will appear above the unfortunate Lemmings' head, and eventually, the Lemming will explode in a colorful shower of confetti. They really hate when this happens. Note: This is one way to remove a blocker.

Blocker - This lemming will stand with his arms outstretched to block the passage of his fellow lemmings. These guys are very patient. They'll willingly stand around until the level timer runs out, if you'll let them.

Bridge Builder - This Lemming will build a bridge. The bridge always goes upwards at the same angle, in the direction in which he was heading when he was converted. Each builder has twelve tiles. When he runs out, he will hesitate for a moment, shrug, and will then become a walker, unless you have him do something else (build again, for instance.) Builders will stop building immediately when they run out of bricks, or when the bridge runs into an obstacle, and also when they hit their heads. Oh, by the way: no, you can't bridge downwards at an angle. Note: When a Builder is about to run out of bricks, he will make a clicking noise. Listen carefully!

Basher - This Lemming will dig horizontally, and will only dig when a suitable surface is directly ahead of

him. As soon as he breaks through the wall he's digging in, he'll stop and become a walker again. (He'll also stop if he runs into a substance that he can't dig through...in which case he'll turn around.) Note: Lemmings can't dig through everything. The most notable exception is steel, shown on the screen as dull grey rusty plates.

Miner - Immediately causes the Lemming in question to break out a mining pick, and dig diagonally, downward and in the direction in which he was heading. Miners will dig until they run out of diggable material. Usually, they will then fall out of their little tunnel, hopefully onto solid ground underneath. Lemmings can't mine through steel.

Digger - Immediately causes the lemming to begin burrowing vertically. If the lemming runs out of material to dig through, he will simply fall through the hole he has created. Lemmings can't dig through steel.

Paws - Pause. Freezes the action, giving you a chance to think things through, or take a look at the level.

Armageddon - Blows all the lemmings into "lemming bits." Use this when there is no hope of completing a level. This gives a wonderful pyro-lemming-technic display, and is a great tension reliever. (Double click to activate.)

As you have probably already discovered, you assign a skill to a Lemming by clicking on a particular skill icon, and then clicking on a Lemming with your mouse pointer. The Lemming in question should immediately begin performing the activity which you've assigned to it (i.e., he'll immediately start building, etc.) The only exception to this rule is the Climber and Floater skills. A Lemming who has



1	23040
2	26503
3	29966
4	1429
5	4892
6	8355
7	11818
8	15281
9	18744
10	22207
11	25670
12	29133
13	596
14	4059
15	7522
16	10985
17	14448
18	17911
19	21374
20	24837
21	28300
22	31763
23	3226
24	6689
25	10152
26	13615
27	17078
28	20541
29	24004



been granted either of these skills will not take advantage of these until they're confronted by a vertical wall, or a cliff. A Lemming who has been made a Climber and a Floater becomes an Athlete, and will be shown as such when you highlight him with your pointer.

Important Note:

You only have a limited supply of each skill for each level. This is demonstrated by the number above each icon. A blank space immediately above the icon indicates that you have none of these skills left. The number above the large minus sign (the Lemming-flow decrease icon) is the original Lemming release rate for the level. The number above the large plus sign (the Lemming-flow increase icon) is the current Lemming release rate for the level. You can, of course, adjust the rate at which the Lemmings appear on the level by clicking on the large plus and minus icons; however, you can never decrease it below the original release rate. A release rate of 1 is a very gradual progression of Lemmings, approximately one every two or three seconds. A release rate of 99 is a veritable flood of Lemmings...they just keep coming!

Controlling your Lemmings:

A mouse is the best control device to use with Oh No! More Lemmings. Besides, a mouse is much like a Lemming, only it's got more buttons!

To get a Lemming to perform a task, you first highlight the desired skill by clicking on the desired skill on the Icon Panel. Then, you move your crosshair over the desired Lemming. (At this point, the crosshair will turn into a box, framing the

Lemming.) Then, a simple mouse click will assign this skill to the targeted Lemming. Be sure you have a skill available to you before you attempt to assign it...otherwise nothing will happen!

Sometimes, the Lemmings will get clumped together so closely that you will not be able to distinguish one from another. As you can imagine, it is very difficult to select a particular Lemming under these circumstances! However, if you hold down the Option Key while you're assigning a skill, your assignment will only be given to a Lemming who is a Walker (i.e., not digging, not building, etc.)

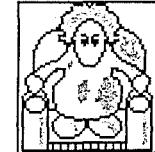
Remember, some play levels are wider than the width of your monitor's screen. Keep an eye on the micro-map in the lower right hand corner of the screen to see how the Lemmings offscreen are doing.

To scroll your window on the Lemmings world back and forth, simply push your mouse pointer against the left or right edges of the game screen, and the screen will scroll appropriately. If you want to get somewhere in a hurry, you can just click on the micro-map to adjust your screen position, or, you can hold down the Option key while pressing against the edges of the screen to increase scrolling speed.

Keyboard and Menu Options:

The mouse is used for the majority of Lemming control. However, during tight moments, you may need to use the keyboard as well for faster Lemming skill selection. Use the Z and X keys, or the Left and Right cursor keys to quickly move the active Lemming skill icon back and forth.

The key with the Tilde and the reverse apostrophe will pause the game. (This key has these two



1	6689
2	10152
3	13615
4	17078
5	20541
6	24004
7	27467
8	30930
9	2393
10	5856
11	9319
12	12782
13	16245
14	19708
15	23171
16	26634
17	30097
18	1560
19	5023
20	8486
21	11949
22	15412
23	18875
24	22338
25	25801
26	29264
27	727
28	4190
29	7653



symbols on it: ` and ~. It's usually either located in the upper-left-hand corner of the keyboard, or immediately to the left of the space bar, depending on your keyboard type.)

On the Menu Bar, you will find several pull-down menus:

Under File, you will find a menu option to start a new game, or end the current game. You will also find the command "New Level..." which will allow you to enter a password from a previous session, so you can pick up where you left off. Also, you will find the command to quit out of the Oh No! More Lemmings application entirely.

Under the Game menu, you will find controls for the sound and music options. Also present, is the "Faster" option. Use this option on LC's and older Mac II machines to increase play speed. Check marks next to these items indicate that they are currently activated. You can only change the "Faster Option" between levels and at the main menu.

Note: The Faster option increases play speed by decreasing the amount of animation that occurs. It also affects the status line, and whether or not the Lemmings are displayed on the Micro-map. To see Lemmings in its full graphic glory, make sure you turn the Faster option off.

On smaller monitors (12" or smaller), the menu bar does not appear during normal operations, to give you maximum play area. On these machines, press the Open-Apple/Command key with the space bar to summon the menu bar.

The Option key has two purposes: If you hold it down while selecting a Lemming, it will select the lemming under your pointer who is NOT doing something else. For instance, if you've got a whole bunch of Lemmings crowded into a pit (being dug by

a vertical digger), and you click on a Lemming, normally, the new attribute will be assigned to the digger. However, if you hold down the option key, the new attribute will be assigned to a Lemming who is just walking back and forth.

In addition, if you hold down the Option key when scrolling the screen by pressing the mouse pointer against the left or right edges of the screen, the screen will scroll 4 times as quickly.

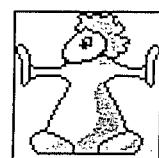
After you've successfully set up an escape route for the Lemmings, you may hold down either of the Shift-keys to hurry them along towards the exit.

Note for Monochrome Users: The functions of the Status bar and the Micro-Map are condensed into the space immediately to the right of the icons. You can change what is being displayed by pressing the space bar.

Additional Note: We have found that some CDEVs and INITs cause Oh No! More Lemmings to pause intermittently during gameplay. We recommend that you boot without these programs enabled, and also, close down background tasks and windows while playing Lemmings. This will insure that the game runs as smoothly and as quickly as possible.

Level Completion Screen:

This screen comes up when you're done with a level, one way or another! At this point, the computer tallies up all the lemmings that you were entrusted with, whether they are alive, in lemming heaven, squished flat, or whatever. Then, the computer determines whether or not your performance as the Lemmings saviour was good enough to allow you to go onto the next level, and gives you an encouraging message.



1	22338
2	25801
3	29264
4	727
5	4190
6	7653
7	11116
8	14579
9	18042
10	21505
11	24968
12	28431
13	31894
14	3357
15	6820
16	10238
17	13746
18	17209
19	20672
20	24135
21	27598
22	31061
23	2524
24	5987
25	9450
26	12913
27	16376
28	19839
29	23302



Level Passwords:

If your performance was good enough to continue onto the next level, you will be given a level password. These passwords are always made up of letters, and always exactly 10 letters long. Keep track of these, as they allow you to skip directly back to the level where you left off, without having to repeat all of the levels which you have already mastered. These are used when you select New Level from the Main Menu. After you type in your password, you will be returned to the main menu. At this point, start the game by selecting the appropriate icon, and you will begin where you left off.

The passwords for Oh No! More Lemmings may vary from game session to game session, however they always work to get you back to the point where you left off.

Remember: After completing a level, you will be given an access password to the next level, (i.e. Once you finish level 1 of a category, you will be given the access password to level 2.) Also, once you complete Level 20 of a category, the next level you will play is Level 1 of the next category up. (For instance, if you finish Level 20 of Tame, the next level which comes up is Level 1 of Crazy.)

"Lem Live and Lem Die" Care & Feeding of Lemmings

Lemmings, although very endearing, are not the brightest creatures on the planet. However, they are very inventive when it comes to ways to do themselves in. Your job, of course, is to keep them from blundering into oblivion.

Some of the things to look out for:

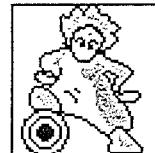
Death Dives: Lemmings will die if they fall from a height greater than about 160 pixels, unless they have an umbrella. This works out to be about 2 inches on most monitors. (You'll get a good feel for the exact distance the Lemmings can fall; usually around the time when you've just about finished a level...and find out that one drop was just a tiny bit too high for the little critters.)

Consuming Energy: Lemmings will die if they fall into fire, acid or water. Try to avoid this, even though it does makes a neat sound.

Traps: Lemmings will die if they run into one of the multitude of traps that exist in the Lemmings universe. You'll get to know these too. Basically, anything that squishes, squashes, splats, electrocutes, fries, stomps, chomps, or otherwise folds, spindles, and mutilates Lemmings is bad for their general well-being. (And sometimes, very bad for your hair and mental health, as well.)

Miasma: Lemmings will die if they fall off the screen into whatever electronic miasma lies underneath the playing screen.

Pop! Goes the Lemming: Lemmings will die if you blow them up. They hate it when that happens.



1	5987
2	9450
3	12913
4	16376
5	19839
6	23302
7	26765
8	30228
9	1691
10	5154
11	8617
12	12080
13	15543
14	19006
15	22469
16	25932
17	29395
18	858
19	4321
20	7784
21	11247
22	14710
23	18173
24	21636
25	25099
26	28562
27	25
28	3488
29	6951



Hints and Tips:

1. If your solution seems too complex, look for a simpler one (except in the higher levels, where the solution is more difficult than it seems.)
2. One way to keep lemmings from roaming around (aside from the obvious two-blocker method) is to dig a hole deep enough to trap them, and then making the digger build so he doesn't dig himself off the screen.
3. An obstacle with arrows on it may only be dug through in the direction in which the arrows point. For instance, if a mountain's got arrows going from left to right on it, a basher Lemming can only dig through from the left side to the right side. He won't be able to go in the other direction.
4. You can 'stretch' a bridge by waiting for the builder to take a step or two before having him build again.
5. Most of the time, you only need to focus your attention on one Lemming at a time. Of course, that doesn't mean that multitasking isn't always useful...
6. There is no tip number 6!
7. When you are first faced with the gameplay screen, pause the game and look over the entire level, planning your strategy before starting to play.

8. Lemmings are incredible contortionists, and can squeeze through the most minuscule gaps. This can be useful, but it's more likely to be extremely annoying.
9. When lemmings with different skills interact, strange and wonderful things can happen. Experiment! You never know what may happen...
10. With the exception of the blocker, a lemming performing a skill can be made to perform another. This is also an extremely useful fact.
11. If the timing is tight on a certain level, try using the keyboard to select the icons and the mouse to choose a Lemming at the same time.
12. Remember, the difference between a Lemming going splat! and a Lemming walking away from a fall can be a single pixel!
13. If you can't blow up your blocker, you can always try going 'around' him...Heh, heh, heh...
14. Make sure you have plenty of refreshments and munchies on hand...extended play can make you very hungry and thirsty!
15. Try not to play Oh No! More Lemmings for more than 20 hours at a sitting. Your eyes may begin to bug out slightly.



1	21636
2	25099
3	28562
4	25
5	3488
6	6951
7	10414
8	13877
9	17340
10	20803
11	24266
12	27729
13	31192
14	2655
15	6118
16	9581
17	13044
18	16507
19	19970
20	23433
21	26896
22	30359
23	1822
24	5285
25	8748
26	12211
27	15674
28	19137
29	22600

Troubleshooting:

The following describes the most common problems experienced by Oh No! More Lemmings owners. Please consult this list before contacting our technical support department.

Macintosh:

If Oh No! More Lemmings gives you a "File System Error-43 for file xxxx" (where xxxx can be anything): Make sure that you have Oh No! More Lemmings installed properly. When properly installed, there should be either 4 or 5 icons in the Oh No! More Lemmings folder, and no sub-folders.

Secondly, if you are running your monitor in less than 256 color mode, Oh No! More Lemmings will run in black and white. Place both the BW Graphics and Graphics files in the Oh No! More Lemmings folder if you think this may be the problem.

If Oh No! More Lemmings gives you a "File System Error -108": This error generally indicates that Oh No! More Lemmings is running out of memory. If you have minimum amount of memory recommended, then you will need to avoid running your cDEV and INITs. (These are the icons which appear along the bottom of the screen while your Macintosh is booting up. For further details, consult your user's manual.)

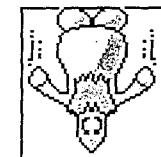
Hint: If you are running System 7 or higher, holding down the Shift key while your system is booting will automatically disable all of these auto-loading programs.

If Oh No! More Lemmings doesn't have a title/menu bar: Your monitor is probably 12" or smaller. The menu bar is usually hidden on smaller monitors to allow maximum play area. Hit Open-Apple-Space to show the menu bar.

If Oh No! More Lemmings doesn't take up the whole screen on a large screen monitor:

Oh No! More Lemmings is not written to take advantage of the larger screens available for the Macintosh. The small window you will see is normal for these large monitors.

1	5285
2	8748
3	12211
4	15674
5	19137
6	22600
7	26063
8	29526
9	989
10	4452
11	7915
12	11378
13	14841
14	18304
15	21767
16	25230
17	28693
18	156
19	3619
20	7082
21	10545
22	14008
23	17471
24	20934
25	24397
26	27860
27	31323
28	2786
29	6249



Contacting Psygnosis Technical Support:

Before contacting Psygnosis Technical Support, please do the following:

Check the obvious (e.g. loose connectors, speakers turned off, etc.).

Have information about your computer readily available (e.g. how much memory you have, what model it is, what version of System you're running, etc.)

Have your game package and accessory materials readily available, especially your manual and program disks.



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1	20934
2	24397
3	27860
4	31323
5	2786
6	6249
7	9712
8	13175
9	16638
10	20101
11	23564
12	27027
13	30490
14	1953
15	5416
16	8879
17	12342
18	15805
19	19268
20	22731
21	26194
22	29657
23	1120
24	4583
25	8046
26	11509
27	14972
28	18435
29	21898



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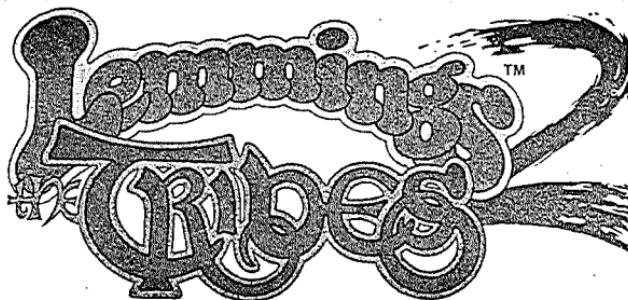
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